

ELEVATOR ACTION



THE STORY SO FAR:

They keep their secret evil plans behind locked doors, red ones to be precise. Otto lands on the roof of the building late at night. Enemy agents patrol all the floors making his job dangerous and tight. It calls for cunning, fast reflexes, and a steady hand to use all the lifts and escalators to clear all the rooms with a red door. Having collected the papers he can make his escape in a car on the ground floor. If you try to leave the building without collecting all the papers, the game takes you back to the middle of the building. The enemy get more numerous and a lot cleverer as you get nearer to finding all the papers. So get to it, it's arcade action all the way.

GAME PLAY

You can only move the elevators when you are in them, not on top of them, by pressing up or down. The escalators are controlled by your standing next to them and pressing up or down. To go in a red door on the right hand side of the building, stand facing the right just before the door and press down. On the left hand side stand facing left just before the door and press down.

If you press up or down when you are not in front of a red door, escalator or elevator you will jump and duck respectively.

You can gain points by shooting the enemy or kicking them, karate style. Likewise you gain extra points for shooting out the lights. They go off for a short time and in the confusion you can get the enemy. The same goes for the guards you kick in the dark... you get more points.

Each successive round, more guards appear and they can do nasty things like duck to avoid bullets... try knocking out a guard with a lamp... remember you can jump over gunfire but you can be crushed if you insist on riding on top of the elevators. The best of luck, there are lots of little things about the game you can discover for yourself, we would not want to spoil all the fun.

GAME CONTROL

joystick or keyboard

Up/Down = Q/A Left/Right = O/P Fire = Return



LOADING

Amstrad: Press Ctrl & Enter and Play on the tape. Run "Disc